Title (en)
Reducing power consumption during graphics rendering

Title (de)
Verringerung des Energieverbrauchs beim Grafikrendern

Title (fr)
Réduction de la consommation d'énergie pendant un rendu graphique

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Application
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Priority
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Abstract (en)
In accordance with some embodiments, the knowledge that a capped frame time is used can be exploited to reduce power consumption. Generally a capped frame time is a pre-allocated amount of time to apply power for rendering in graphics processing. Generally the frame time involves the application of power and some down time in which only idle power is applied pending the next frame time. By making better use of that down time, power consumption reductions can be achieved in some embodiments.

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